

180-Day Limited Warranty

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original packaging or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE, AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE DIRECT OR CONSEQUENTIAL ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

If you should have any difficulty operating or playing FROGGER, call our Electronic Service Department at these toll free numbers:

In Massachusetts: 1-800-992-2977
All other states: 1-800-252-3777
In Canada and Mexico: 1-800-252-3777

Lines open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays)

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you.

In the U.S.A.: Parker Brothers, P.O. Box 102, Beverly, MA 01915
In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015
In the United Kingdom: Toltoys Company, Owen Street, Coalville, Leicestershire LE12 0EE, England
In Canada: Parker Brothers Inc., 3000 Lakeside, Concord, Ontario, Canada L4K 1P7

PARKER BROTHERS
ARCADE/ACTION
SOFTWARE

FROGGER™

CARTRIDGE FOR COMMODORE VIC-20

Under License from Sega Enterprises Inc.

Jumpin' Frogger Home may look like it's only a hop, skip, and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across, full of cars and trucks. Then there's a swirling river to leap, full of frog-eating creatures. How's Frogger going to get home safely? By letting you hop him on his way. Guide Frogger safely through this perilous journey, and you'll jump for joy!

Object

The object of the game is to hop as many frogs to safety as you can—and to score the most points along the way!

Setting the Console Controls

1. Place the cartridge firmly into the cartridge slot in the back of the unit.
2. Press the ON/OFF switch to ON.
3. If you wish to stop play at any time, press the STOP button. To resume play, press it again.
4. Press F3 to select a one- or two-player game.
5. Press F5 to select the wraparound option which allows Frogger to safely float off screen, or the wraparound not allowed option.
6. To begin play, press F1 or the Fire Button.
7. You should now see the logo screen, which describes game options. If the screen is off-center, you can use the cursor control keys on the lower right hand side of the keyboard to adjust the screen. You can adjust the screen only when the logo screen is displayed; the adjustment will be retained until power is turned off.



The Joystick Controller

Plug the joystick controller into the jack labelled "Control Port". Move the joystick up, down, left, or right, whichever way you want Frogger to move.

Playing

Frogger's journey takes him from the sidewalk across a busy highway to the riverbank and across the river to home base and safety.

You'll start the game with 5 frogs. The first frog is shown on the sidewalk below the traffic. The remaining frogs are shown at the lower left of the screen, above the time band.

Time Band

You have only a limited amount of time to move Frogger from the sidewalk and into a home base, one of the black, open-ended squares at the top of the screen.

Time is monitored by the time band, the blue line located at the bottom center of the screen. You have approximately 30 seconds, or 60 "ticks" on the cartridge timer, to move Frogger home. The time band will turn red when you have approximately 6 seconds, or 12 "ticks" remaining. In addition, you'll hear a warning sound. If you run out of time before you get Frogger home, you'll "splloch" him (lose him). You'll hear a sound, then see an X on the spot where Frogger was when his time ran out.

However, if you take Frogger home before the time band disappears, you'll see "TIME" and the number of "ticks" you had left displayed on the center of the sidewalk. You'll score 10 points for each "tick" of time remaining.

From Sidewalk to Riverbank

Frogger starts his perilous journey on the sidewalk, facing 5 lanes of traffic. As soon as the music stops, you're ready to start Frogger hopping!

Try to get Frogger through the lanes of traffic. Traffic travels in alternating directions and at different speeds, so be careful. Frogger will get "splooched" if he touches any part of a vehicle or is run over!

From Riverbank Across River

Because Frogger can't swim in the river (the current is too strong), hop him from one row of logs, turtles, or alligators onto the next in order to get across.

1. Logs: Frogger can hop from side to side on a log, he can also jump forward and backward onto another floating object. But he'll land in the river if he leaps to the left or right off a log.

2. Turtles: The yellow objects that float on the river are the turtles. Frogger can hop on their backs and he can jump forward and backward from a turtle onto another floating object. But he'll land in the river if he jumps to the left or right off a turtle.

3. Diving Turtles: These tricky turtles can float on the water and dive under the water! While they're floating you can see the whole turtle and it's safe for Frogger to jump on their backs. But when they start to change shape, watch out! That means they're getting ready to dive, so hop Frogger onto another floating object fast! If you're not quick enough, Frogger will get "splooched."

But these turtles don't stay underwater forever. When you see a set of diving turtles suddenly appear on the screen, it means they're coming up for air; they'll soon be surfacing, so Frogger will be safe on their backs until they dive again.

While crossing the river, here are a few other things to watch for:

1. Lady Frog: Occasionally you'll see a yellow "lady" frog on a log. Hop Frogger onto the log to try to rescue her. If you do, you'll hear a sound, then you won't see the yellow frog. Now try to get Frogger home to safety. When you do, you'll earn bonus points.

2. Alligators: There are alligators hiding in the logs. But you'll know what logs they're in because you'll see their heads poking out. They'll snap their jaws open just waiting for a tender Frogger morsel to jump their way! Frogger is safe on the log, but is a goner if he jumps into the alligator's jaws!

3. Floating Off-Screen: When selecting your game you can choose the wraparound option which allows Frogger to safely float off-screen.

4. Snakes: Snakes will appear on the riverbank and on the logs as the game gets more difficult. Don't hop Frogger onto any part of the snake or Frogger will get "splooched."

From River to Home Bay

Successfully hop Frogger into a home bay, and he's safe and sound and smiling! You'll score points each time you bring Frogger home, and you get bonus points whenever you bring 5 frogs home. When leaping Frogger into his home bay, here are some things to watch for:

1. **Jumping Home:** Hop Frogger into a home bay when he is directly in front of it. If Frogger hits any part of the sides of the home bay, he'll get "splattered."
2. **Occupied Home Bay:** Frogger can't jump into a home bay that's already occupied by another frog.
3. **Alligator's Head:** If an alligator's head is showing in a home bay, it's not safe for Frogger to jump in.
4. **Fly:** If you hop Frogger into a home bay while a fly is showing, Frogger gets a free meal—and you score extra points!

Game Difficulty

Each time you bring 5 frogs home, you'll hear a short tune. When the music stops, the game will continue at a more difficult game level with your remaining frogs. The speed of the cars and trucks will vary from lane to lane. Traffic patterns will change. There will be fewer floating objects on the river, and the speed of the objects will vary from fast to slow. Frogger-eating snakes will appear on the riverbank and on the logs in the river.

End of Game

The game ends when no frogs are left. To play again, press the Fire Button.

Two-Player Games

Player number 1 goes first; players then alternate turns. Your turn ends when you lose a frog; you begin your turn again with your remaining frogs. The game ends when both players have lost all their frogs.

Scoring

Jumping Frogger forward (except onto the middle sidewalk and into home bay)	10 points
Successfully jumping Frogger home	50 points
Successfully jumping 5 frogs home	1000 points
Taking a yellow frog home	200 points
Eating a fly	200 points
Extra points for time remaining per "tick" remaining	10 points